



## SCIENTIFIC JUDGE

What DO

- 1. Follow questions read by moderator (ensure correct pronunciation).
- 2. Control buzzer system.
  - Wait to turn the flashing light off after the student has been recognized.

## 3. Getting the Answer

- •Verbally recognize the individual before she/he responds.
  - Identify student by....
    - 1) announcing Team A or Team B and
    - 2) announcing participant ID (captain, 1, 2, 3)

## 3. Challenges

- Along with Moderator, request that clock be stopped during challenges.
- All challenges go to the Appeals Room.



Challenge?

 Ask timekeeper to stop the clock.

## Notes:

Please review all questions before the competition.